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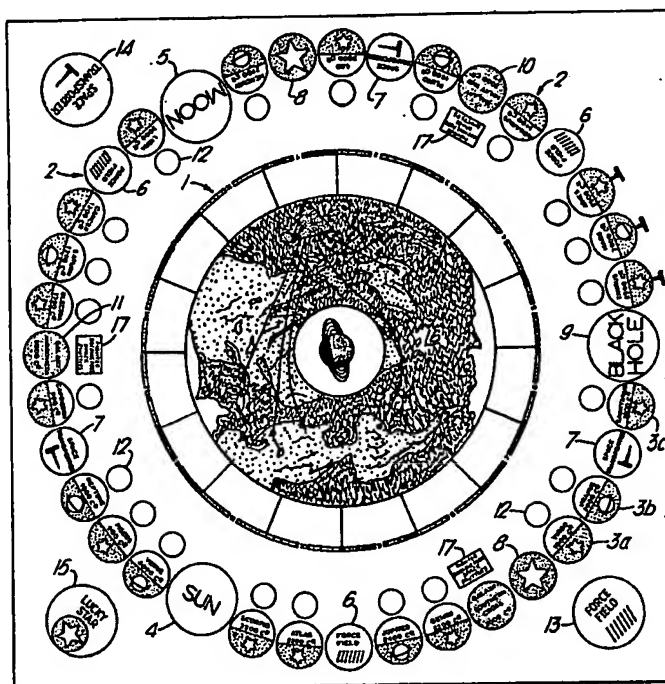
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(58) Field of search
A6H

(54) Space board game apparatus

(57) The apparatus comprises a board having marked thereon first 1 and second 2 closed routes of property zones around which a player's marker moves; dice; currency tokens; and two packs of cards, one of which refers to space travel and facilities associated therewith. One of the routes 2 comprises references to celestial bodies which are interspersed with contingency zones 6, 7, 8, 9. The object of the game is to acquire and improve property zones.

Fig.1.



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The drawings originally filed were informal and the print here reproduced is taken from a later filed formal copy.

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Sighted Halleys Comet proceed to nearest lucky star and draw a card	For not stopping for meteorites and endangering crew pay 500 CR FINE
For ejecting trash into space, creating health and space craft hazard pay 1000 CR fine	Company tax pay 1000 credits for every company owned
Pay Galactic Cybernetic fees 2000 CR	Impossible to penetrate globular clusters proceed directly to the moon
You have won major prize in the Inter Galactic Brain Contest receive 3000 CR	Proceed to the Black Hole and miss a turn
Asteroid storm approaches go back two stars dead or alive and pay owner landing fee. If unowned or not destroyed you may buy it	From a distant relative on Phobos you have inherited 1000 CR.
Cosmic dust cloud approaches proceed and take refuge on moon	Proceed immediately to unowned earth company of your choice and buy it. If all companies are owned proceed to sun option

FIGURE 2

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1. Proceed two Galaxies and pay owner landing fees. If unowned you may purchase from the Inter Galactic Credit Control.
2. Proceed directly to the moon

You have just destroyed alien ship proceed to sun option

Mission completed proceed to the moon, receive fines if any and return to an earth company

Your space craft encounters cosmic rays navigator ill, proceed immediately to one of your earth companies

Proceed directly to closest lucky star and draw a card

S.O.S. S.O.S. return immediately to one of your earth companies do not stop on the moon

Proceed one planet and pay owner landing fees. If unowned you may purchase from the Inter Galactic Credit Control

Radiation belt has forced your ship to reverse power. Move back one star and pay owner landing fee. If unowned you may buy it from the Inter Galactic Credit Control

Proceed to nearest force field and draw a card

You and your opponent space travellers must pay 2000 CR each for Galactic Tax

Proceed to earth and purchase company No.1 if unowned, if owned pay landing fee

Satellites block your path, turn and proceed directly to the sun option.

FIGURE 3

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Receive 500 CR from Credit Controller	Receive 1000 CR from Credit Controller
Receive 2000 CR from Credit Controller	Receive 3000 CR from Credit Controller
Receive 4000 CR from Credit Controller	Receive 5000 CR from Credit Controller
Receive 6000 CR from Credit Controller	Receive 7000 CR from Credit Controller
Receive 8000 CR from Credit Controller	Receive 9000 CR from Credit Controller
Receive 10000 CR from Credit Controller	Receive 1500 CR from each Space Traveller in the game

FIGURE 4

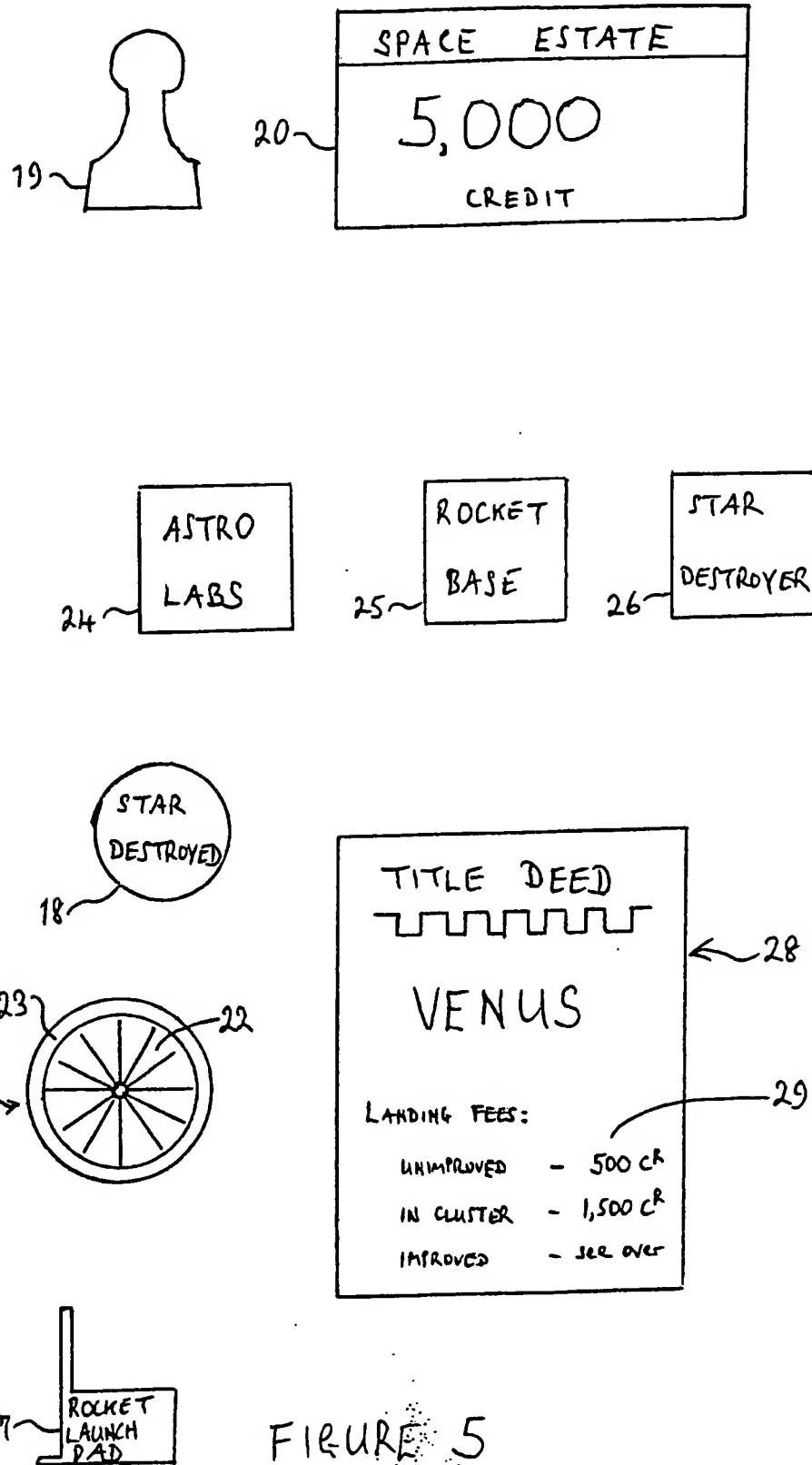


FIGURE 5

SPECIFICATION Board Game

This invention relates to a board game.

Many forms of board games are known and
5 find widespread approval. In modern times, there is a keen interest in things related to space and space travel.

It is therefore an object of the present invention to provide a new board game associated with
10 space travel.

According to one aspect of the present invention, there is provided:

a board having marked thereon a closed route of property zones characterized by reference to celestial bodies and interspersed with at least two
15 kinds of contingency zones;

means representing a trading currency;

means providing a random selection of contingent occurrences for each kind of
20 contingency zone on said board;

markers to denote movement along said route on said board;

means to determine randomly the progression of a marker about the route on said board; and

25 improvement indicia characterized by reference to space travel and facilities associated therewith, the object of the game being to acquire and improve property zones in accordance with predetermined rules.

30 In the presently preferred embodiments of the board game, the board has marked thereon a second closed route of property zones characterized by reference to terrestrial property. These terrestrial property zones may, for example,
35 represent companies. Advantageously, the apparatus further comprises means representing a rocket launch pad and serving to signify that a player may transfer his marker from the terrestrial property zones to the celestial property zones.

40 Preferably, one of the celestial property zones has associated therewith indicia directing any marker landing on said one zone to be transferred to the closed route of terrestrial property zones.

Advantageously, there is a plurality of different
45 types of celestial property zone, these different types representing, for example, stellar, planetary and galactic bodies. Preferably, individual ones of these different types of property zone or estate are allotted into groups representing space
50 clusters. Conveniently, there are six or more such groups of property zones. The game can then readily be played by up to six players.

Conveniently, the apparatus may include three types of improvement indicia. The rules of the
55 game will preferably arrange these in a hierarchical order, such that a player must first purchase one kind of improvement indicia before progressing to the next. By way of example, one type of improvement indicia may be designed "astro
60 labs"; the second kind of improvement indicia may be designated "rocket bases" and the third type of improvement indicia may be designated "star destroyer".

The contingency zones which intersperse the
65 celestial property zones are at least two in number, and advantageously are four or five in number. These may be of several different kinds, and the contingencies which they determine will be selected so as to be appropriate to the name of the contingency zone. By way of example, several
70 kinds of contingency zones which may be used separately or together in various embodiments of the game are: "force field"; "black hole"; "space transporter" and "lucky star".

75 A plurality of the celestial property zones may be designated by reference to respective signs of the zodiac and to respective planets within the solar system. Galactic bodies which may be represented on the game board include the Milky
80 Way and the Andromeda galaxy.

Preferably, the game apparatus further comprises property cards or deeds each of which is associated with a respective property zone as marked on the game board. Each of these
85 property cards may include instructions which regulate the terms of trading in the property zone to which it relates, and in the improvement indicia for use thereon.

The means providing a random selection of
90 contingent occurrences for the or each kind of contingency zone on the board may take the form of one or more sets of cards carrying written instructions which the players follow in order to effect the contingent occurrences. Specific
95 examples of such cards will be given hereinafter.

The means to determine randomly the progression of a marker about the or each route on the game board is preferably capable of generating a score of from 1 to 12. A die or dice
100 appropriately marked may be used for this purpose. Alternatively, there may be used a "roulette-type" spinner which will be used in conjunction with a small ball such as marble or a ball bearing.

105 According to another aspect of the present invention, there is provided:

a board having marked thereon a first closed route of property zones characterized by reference to terrestrial property and a second closed route
110 of property zones characterized by reference to celestial bodies and interspersed with at least two kinds of contingency zones;

means representing a trading currency;

means providing a random selection of
115 contingent occurrences for each kind of contingency zone on said board;

markers to denote movement along said routes on said board;

means representing a rocket launch pad and serving to signify that a player may transfer his
120 marker from said first closed route of terrestrial property zones to said second closed route of celestial property zones;

means to determine randomly the progression
125 of a marker about the routes on said board; and improvement indicia characterized by reference to space travel and facilities associated therewith, the object of the game being to acquire

and improve property zones in accordance with predetermined rules.

The rocket launch pad means can be a symbol which, in use, can be placed on a zone within the terrestrial route, the rules of the game stipulating that this is necessary to enable a player to move his marker from the terrestrial property zones into the closed route of celestial property zones.

The game is preferably organised so that one of the players has administrative control over the means representing a trading currency. These means are conveniently in the form of credit tokens. The player who administers these tokens is, in effect, a banker and may be termed, in the parlance of this game, "Inter-Galactic Credit Controller").

The general object of the game is to acquire and improve the celestial property zones to the maximum possible extent. The game may be deemed to have ended when one of the players has control over all of the celestial property zones.

Other improvement indicia which may be used in the game of this invention include "fighter docking ports" and "space shuttles"; these two types of improvement indicia may be associated the one with the other.

The improvement indicia "star destroyer" mentioned hereinbefore may be used to give the player in control of the "star destroyer" the power to destroy one of the celestial property zones (e.g. a star) of any player whose marker lands on the zone having the "star destroyer" indicia. In some embodiments, a further improvement indicia is used and is available only to a player who has acquired a predetermined number of property zones in one or both of the terrestrial and celestial zones; this improvement indicia may be designated "The Power" and may enable the player who has possession of it to destroy all of the planets and galaxies in the ownership of another player who lands upon the property zone bearing the indicia "The Power".

Advantageously, two of the stations which define the closed route of celestial property zones are designated "Sun" and "Moon". These may act as contingency zones.

The cards which are used to regulate terms of trading in the various property zones may be designated "Deeds to space estates". Some of the celestial property zones may be grouped into planet clusters, and preferably the deeds to the estates of such planet clusters have scales of "landing fees" printed thereon. Any player whose marker lands upon one of the planet cluster zones will be liable to pay the appropriate landing fee to whichever player has acquired that zone.

One preferred embodiment of the present invention will now be described by way of example with reference to the accompanying drawings, in which:

Figure 1 shows a game board forming part of the game apparatus of this invention,

Figure 2 shows examples of "Force Field" cards;

Figure 3 shows examples of "Space Transporter" cards;

Figure 4 shows examples of "Lucky Star" cards; and

Figure 5 shows diagrammatic examples of ancillary pieces for use with the game board of Figure 1.

As shown in Figure 1 of the drawings, the game board comprises two concentric zones which define closed routes around which the markers (not shown) used by players of the game move. The inner route 1 comprises a plurality of stations which are numbered in sequence and which represent terrestrial property zones. Each of these may for example, be given the designation of a company. In the game board illustrated, there are 16 terrestrial property zones; more or less such zones may be included if desired. The outer route 2 comprises a plurality of stations which represent celestial property zones interspersed with contingency zones. The celestial property zones are of three kinds, these being distinguished from one another by their designation as stellar, planetary, and galactic bodies. Three or four adjacent celestial property zones together constitute a group or "space cluster"; for example, the stellar zone "Virgo" 3a, the planetary zone "Uranus" 3b and the stellar zone "Sagittarius" 3c together make up one cluster. A symbol appropriate to the nature of each of the celestial property zones appears beneath its name, as will be apparent from the drawings. Included in the celestial property zones are a "Sun" zone 4 and a "Moon" zone 5; these have a particular significance in the playing of the game, as will be described hereinafter.

Interspersed amongst the celestial property zones in the outer route 2 are a number of contingency zones. These are designated "force field" 6; "space transporter" 7; "lucky star" 8; and "black hole" 9. Galactic bodies designated in the outer route 2 include "galaxy milky way" 10 and "galaxy andromeda" 11.

Each of the stellar and planetary property zones have associated therewith a location 12 on which various improvement indicia (to be described hereinafter) may be positioned.

Outside the circle defined by route 2, there are three locations 13, 14 and 15 where sets of contingency cards corresponding to the "force field", "space transporter" and "lucky star" contingency zones are positioned.

The central area 16 of the board is decoratively marked; in the illustrated embodiment, the area 16 is covered by a stylised terrestrial map.

Each of the galaxies represented in the celestial property zone 2 has associated therewith a rectangular station 17 designated "fighter docking port—space shuttles".

The cards illustrated in Figures 2, 3 and 4 are self-explanatory.

Figure 5 shows various ancillary pieces for use with the board of Figure 1. Illustrated are a "Star Destroyed" disc 18; a player's token or marker 19; a trading currency note 20; a "Space Disc"

21 including a dish divided into twelve sectors
22 and having a peripheral track 23 around which
a small ball may be spun; improvement indicia 24,
25 and 26; a "Rocket Launch Pad" indicia 27;
5 and a "Title Deed" 28 having "Landing Fees" 29
printed thereon.

The concept of the preferred embodiment of
the game is to simulate space travel and futuristic
trading in celestial properties, involving a player
10 moving his marker around the closed routes on
the board. The aim is to leave Earth after
purchasing at least one Earth Company and
Rocket Launch Pad and proceed around the
Universe buying, selling or paying Landing Fees
15 on Companies, Stars, Planets and Galaxies, and to
wage war on opponents with Star, Planet and
Galaxy Destroyers and other Space Craft so that
eventually one player comes to dominate the
Universe. Starting from Earth, the players (i.e.
20 "Space Travellers") move around the Board, the
number of steps moved at each turn being
decided by a die or dice capable of generating a
number in the range 1 to 12. The players move in
a clockwise direction and start immediately to buy
25 Earth Companies. After one circuit of Earth (i.e.
around the inner route 1 of the board) or longer if
necessary, a layer will have purchased one
Company and Rocket Launch Pad, and will then
head for the Moon 5, and then in the clockwise
30 direction continue on around route 2 of the board.
When a player's Token or marker ("Space
Traveller") lands on a celestial property zone
which represents a Star, Planet or Galaxy not
already owned he may buy it from the "Inter
35 Galactic Credit Controller", otherwise it is
auctioned to the highest bidder. The object of
owning Companies and celestial properties or
Space Estates, i.e. Stars, Planets, Galaxies, is to
collect Landing Fees from players whose markers
40 land there. Fees are greatly increased when
improvement indicia such as Astro Labs, Rocket
Bases, Rocket Landing Pads and Star Destroyers
are owned and positioned on the appropriate spot
12; thus it is advantageous for a player to erect
45 them on his Space Estate Planet Clusters. To raise
more money (i.e. Credits) Lucky Star Cards are a
source of additional revenue. Also Force Field
and Space Transporter Spaces give the draw of a
card, the instructions on which must be followed.
50 Sometimes player's markers (i.e. Space
Travellers) land back on Earth Companies, the
Black Hole, Moon, Sun Option or on Opponents'
Stars, Planets and Galaxies.

Equipment

55 The Board has zones indicating the Earth,
Moon, Sun, Planets, Stars, Galaxies, Black Hole,
Companies, Lucky Star, Space Transporter, Force
Field (some of which are rewards and penalties)
over which the Players of i.e. Space Travellers are
60 moved. There are six Space Travellers or Playing
Tokens, which may be given appropriate names,
e.g. Trebor "The Metal Man"; 3B1, The Robot;
Tap, the Hitchhiker; Zoma, The Empress; Sam,
The Super Sleuth; and Rosie, the Reporter.

65 Instead of the die or dice mentioned earlier, there
may be used a "roulette"-type spinner to
determine the number of steps moved at each
turn. This may be called a "Space Spinner" or
"Space Disc" and can be numbered from 1 to 12.
70 It may be picked up and spun in a clockwise or
anticlockwise direction; a small ball is spun
around the periphery of the "Space Disc" and is
set down on the centre of board and left until the
ball, e.g. a marble, stops on a number. This
75 number is the player "Space Spin" (i.e. throw) and
he moves his "Spacer Traveller" Token
accordingly.

There are three sets of cards, one for the Force
field, one for the Lucky Stars and one for the
80 Space Transporter contingency zones 6, 8 and 7,
respectively, there being twelve of each type of
card. These cards are positioned at locations 13,
15 and 14, respectively. There is a Title Deed
Card for every Company, Star, Planet and Galaxy;
85 and there are trading currency cards which
represent credits i.e. money. The total amount of
credits for each set can vary widely, one
convenient arrangement is:

20 of the Red 10,000C^R 70 of the Orange 200C^R

90 40 of the Blue 5,000C^R 70 of the Pink 100C^R

80 of the Green 1,000C^R 100 of the White 50C^R

60 of the Yellow 500C^R 50 of the Purple 10C^R

There are 66 "Astro Labs" indicia which clip
together, a maximum of 3 per property zone.

95 There are 22 "Rocket Base" indicia which clip
on to the "Astro Labs" with a maximum of one
per property zone. "Star Destroyer" indicia are to
be clipped on Planet Rocket Bases only. There are
sixteen Company rocket Launching Pads (1 per
100 Company). There are fourteen Star Destroyed
Discs, eight Planet Destroyed Discs, and three
Galaxy Destroyed Discs to correspond with the
numbers of such property zones on the board.
There are three Fighter Docking Port Domes
105 complete with Space Shuttles (one for each
Galaxy).

Rules

Preparation

Place the Board on a table or floor, putting the
110 Space Transporter, Lucky Star, and force Field
Cards face down on their allotted spaces on the
Board. Each player is provided with one Space
Traveller or token to represent him on his travels
around the Board i.e. Universe which he places on
115 Earth. The Space Dice is positioned in the centre
of the Board. Each player is given 40,000 credits.
All other equipment goes to the Inter Galactic
Credit Control i.e. Bank. One of the player is
elected Inter Galactic Credit Controller.

120 Preferably the "force field" cards are twelve
different types which read as shown in Figure 2.
Preferably the "space transporter" cards are of
twelve different types which read as shown in

Figure 3. Preferably the "lucky star" cards are of twelve different kinds which read as shown in Figure 4.

Credit Distribution

- 5 Each player is given 40,000 credits made up as follows: one 10,000C^R, four 5,000C^R, six 1,000C^R, four 500C^R, five 200C^R, five 100C^R, nine 50C^R, five 10C^R.

To Start the Game

- 10 Starting with the Inter Galactic Credit Controller who has already been elected each player in turn spins the space Disc. The player with the highest score starts the play. All players place their Space Travellers on Earth. The first
- 15 player spins the Space Disc either in a clockwise or anticlockwise motion replacing Space Disc back on centre of Board. When the marble stops the player moves his Space Traveller in a clockwise direction around Earth on the Company
- 20 Estates shown at 1, the number of spaces indicated by the Space Disc. Every player's first move is to the No. 1 Company; this may if desired be indicated by a Black Pointer on the board. All
- 25 players i.e. Space Travellers must purchase at least one Earth Company and Rocket Launch Pad. This is a Players supply line and must be retained until the end of the game. If more than one
- 30 Company is purchased, increasing Landing Fees are due from Opponent Space Travellers (Details are printed on the back of Companies Title Deed Card). Companies may be sold to Opponent
- 35 Space Travellers or back to the Inter Galactic Credit Control but cannot be mortgaged or borrowed on in any way. After one orbit of Earth
- 40 Companies has been completed, buying up Companies and automatically purchasing Rocket Launching pads on the way or paying Landing Fees to Space Travellers who have already
- 45 purchased them, the player makes his exit from Earth and takes off to the Moon 5 in the outer closed route 2 of the board; he continues his
- 50 Space Travels in a clockwise direction around the Board, i.e. the Universe. If a player has not been able to purchase an Earth Company on his first
- 55 circuit of terrestrial zones 1 he must continue to circuit Earth until he does. Each Company, Star, Planet, Galaxy, Force Field, Space Transporter, Lucky Star, Sun, Moon, Black Hole represent one
- 60 station of which a player's marker ("Space Traveller") may land. After each player has completed his play the turn to play passes to the left. The Space Travellers remain on the Space
- 65 Estates occupied and proceed from that point on, at the Player's next turn. There is no limit to the number of Space Travellers that may rest on the same Space Estate at the same time. According to the Space Estate which his Space Traveller reaches, a player may be entitled to buy a
- 70 Company, Galaxy or part of a Planet Cluster immediately or be obliged to pay Landing Fees (if another player owns the Estate), or to draw a Force Field, Lucky Star, or Space Transporter Card.

Inter Galactic Credit Controller i.e. Banker

- 65 A player who will make a good auctioneer is selected as banker, termed the "Inter Galactic Credit Controller". If, as is customary, the Inter Galactic Credit Controller also plays in the game, he must of course keep his personal funds
- 70 separate from those of the Inter Galactic Credit Control. In addition to the credit tokens he also holds Companies, the Title Deed Cards and Rocket Launch Pads, Astro Labs, Rocket Bases, Star Destroyers, Docking Port Domes complete
- 75 with Space Shuttles, Star, Planet and Galaxy destroyed discs prior to their purchase and use by the players i.e. Space Travellers. The Credit Controller sells Companies and Estates to the players and delivers the proper Title Deed Cards, auctions Companies and Estates, sells Earth
- 80 Rocket Launch Pads, Astro Labs, Rocket Bases, Star Destroyers, Docking Port Domes complete with Space Shuttles to the players and pays Credits when required on Lucky Stars, Force Field or Space Transporter cards to players. The Credit
- 85 Controller may at any time buy back Earth Rocket Launching Pads, Astro Labs, Rocket Bases, Star Destroyers, Docking Port Domes, complete with Space Shuttles from player's estates at half their
- 90 purchase price. The Credit Controller must be paid the total price of all Estates bought from him. Fines and Credit Penalties are placed in the center of Earth and are collected by the player who is first to land on Moon Space 5 after the penalty
- 95 has been paid. The Inter Galactic Credit Control i.e. Bank never goes broke; if the Bank runs out of Credits it may issue as many Credits of its own as it may need, by writing on ordinary paper.

Landing on Unowned Estates

- 100 When a player lands on an unowned Estate (i.e. on a Company, Planet, Star, Galaxy etc. for which no other player holds the Title Deed) whereby spin of the Space Disc or as a result of a move following the draw of a Force Field, Space
- 105 Transporter or Sun Option, the player has the option of buying that Space Estate from the Inter Galactic Credit Controller at its printed price. If a player elects to buy, he pays the Inter Galactic Credit Controller for that Estate and receives the
- 110 Title Deed Card showing ownership which he places face up in front of him. If the player declines this option the Inter Galactic Credit Controller immediately offers this Estate for sale at auction and sells it to the highest bidder,
- 115 accepting Credits in payment and giving the buyer the proper Title Deed Cards as evidence of ownership. Any player including the one who declined the option of buying at the printed price may bid. Bidding may start at any price.

Landing on Owned Estates

- 120 When a player lands on an owned Space Estate either by Spin of the Space Disc or by a move forced by a Space Transporter or Force Field Card, the owner collects Landing Fees from him in
- 125 accordance with the list printed on the Title Deed Card applying to it. Note: If the Space Estate

contains Earth Rocket Launching Pads, Astro Labs, Rocket Bases, Star Destroyers or Fighter Domes complete with Space Shuttles, the Landing Fee is larger than it would be for an unimproved Estate. If the Estate is destroyed no Landing Fees can be collected.

Advantages for Planet Cluster Estate Owners

It is an advantage to hold Title Deed Cards to all of a complete Planet Cluster (i.e. group of estates or property zones such as 3a, 3b and 3c—for example the Planet Venus and Star Scorpio; or Star Cancer, Planet Saturn and Star Electro) because the owner may then charge treble landing fees for unimproved planets or stars of that Cluster. The advantage of owning Astro Labs, Rocket Bases, Star Destroyers and Fighter Domes complete with Space Shuttles rather than unimproved Estates is that landing fees are very much higher and increase profits. The Star Destroyer is also an extremely valuable piece which can destroy an Opponent's Stars.

Astro Lab Erection

Astro Labs, Rocket Bases and Star Destroyers can be bought from the Inter Galactic Credit Control i.e. Bank and can only be erected on Estates of a complete Planet Cluster which the player owns (example: If a player succeeds in owning Star Virto 3a, Planet Uranus 3b and Star Sagittarius 3c i.e. a complete Planet Cluster a player may at any period of his ownership buy an Astro Lab or Labs from the Bank to erect thereon, but does not have to build evenly. The price he must pay the Inter Galactic Credit Controller for Each Astro Lab etc. is shown on his Title Deed Card of the Space Estate. On the unimproved Estate of his complete Planet Cluster he can still collect triple landing fees from an Opponent landing thereon). A player may buy and erect in accordance with the above rules as many Astro Labs etc. as his judgement and financial standing will allow to a maximum of three Astro Labs per Space Estate. A player does not have to erect Astro Labs evenly but must have three Astro Labs per Space Estate Cluster, before he erects Rocket Bases and Star Destroyers.

Rocket Base Erection

A player must have three Astro Labs on each estate of a complete Planet Cluster (unless any Stars have been destroyed) before he can buy a Rocket Base. He may then buy a Rocket Base from the Bank to be erected on any Estate of that Planet Cluster. He retains his Astro Labs and clips the Rocket Base on top. The credit price for purchasing a Rocket Base is shown on the title Deed Card. It is very desirable to erect Rocket Bases on account of the very large landing fee that can be charged. Only one Rocket Base may be erected on any one Estate. Also without erecting a Rocket Base a player cannot have a Star Destroyer as this clips to the Rocket Base and is a very valuable asset to have.

Star Destroyer Erection

A player may purchase one Star Destroyer from the Inter Galactic Credit Controller when he has three Astro Labs and one Rocket Base on each of his Estates in one Planet Cluster. The Star Destroyer clips on to the Rocket Base on his Planet. There are only eight star Destroyers in the set and they do exactly as the name applies—they can destroy an Opponent's Stars; until a player has "The Power" (see below) he cannot destroy Opponent's Planets or Galaxies. One one Star to be destroyed at a time when an Opponent lands on another player's Planet Cluster Estate. For example, if during the course of play a player has three Astro Labs on each Estate, one Rocket Base on each Estate and one Star Destroyer on his Planet Rocket Base and an Opponent lands on any one of his Estates in that Planet Cluster, the Opponent not only has to pay landing fees as per Title Deed Card but also has a Star Destroyed which annihilates the Opponent's Astro Labs and the Rocket Base on that Star. When this happens he returns all the space erections (i.e. improvement indicia) back to the Inter Galactic Credit Controller and a Star Destroyed Disc is placed on his Estate. The Star is completely destroyed. The player can no longer erect or charge landing fees on that Estate. The Title Deed Card is returned to the Inter Galactic Credit Controller and cannot be used any more in that particular game. Players' tokens continue to land in the space on the board where the "Star Destroyed" disc is located, but pay no landing fees. When a player's Star is destroyed, erections on his other Estate or Estates in that Planet Cluster will continue in the normal manner. The owner of an Estate carrying a "Star Destroyer" indicia on which another player's marker lands dictates to his Opponent which Star he will destroy of his Opponent's Planet Cluster or he may decide to destroy an Opponent's star which is not in a complete cluster or has no erections thereon.

The Power

"The Power" is obtainable by having purchased and retained in a player's possession two Companies of the same colour which match his Planet Cluster. For example: Companies 7 and 9 match the Planet Cluster Venus and Scorpio; and Companies 16 and 22 match Planet Cluster Neptune, Capricorn, and Pisces. During play it is advantageous to obtain "The Power". "The Power" can be used only when an Opponent lands and has had all his stars destroyed. Then a player can start destroying that Opponent's Planets and Galaxies. When Planets and Galaxies are destroyed, destroyed discs are placed on their spaces on the board and Title Deed Cards are returned to the Inter Galactic Credit Control and cannot be used in the game any more, and all erections are likewise returned. Star destroyed rules apply to "The Power".

Galaxies Docking Port Domes with Space Shuttles

- 5 All galaxies may be owned separately by any player. A player may also erect Docking Port Domes complete with Space Shuttles for each Galaxy. If more than one Improved Galaxy Space Estate is owned by one player increased landing fees will apply, as set out on the Title Deed Card. Unimproved Galaxy landing fees do not increase.

- 10 **Selling Back to the Inter Galactic Credit Control**
A player does not have to break down evenly to sell Space Estate erections back to the Bank but he must remove Star Destroyers and Rocket Bases first. The Bank will pay back half the purchase price for all erections, whether all together or in part. The Bank will also pay back half the purchase price for all Space Estates, Companies, Stars, Planets and Galaxies whether all together or in part.

- 20 **Selling Privately to Other Players**
Developed or undeveloped Space Estates, i.e. Companies, Stars, Planets, Galaxies may be sold to any player as a private transaction for any amount that the owner can obtain, at any time of the game complete with Space erections, i.e. Astro Labs, Rocket Bases, Star Destroyers, Rocket Launch Pads, and Docking Port Domes complete with Space Shuttles.

- 30 **Landing on Lucky Star, Force Field or Space Transporter Estates**
A player on landing takes the top card from the pack 13, 14 or 15 indicated and after following the instructions printed thereon returns the card face down to the bottom of the pack.

- 35 **Players**
Players must say the word "Landing" before the next player's turn or they forfeit Opponent's landing fees or any other advantages.
All transactions to buy and sell from the
40 players and purchasing erections from the Inter Galactic Credit Control must take place at a player's turn but before the Space Disc is spun. This enables players to trade without confusion.
Two normal dice numbered from 1 to 6 may be
45 used instead of the Space Disc to play the game but there is no extra throw for a double.

Sun Option Estate

- 50 If a player lands on the Sun Estate 4, he may move his token i.e. Space Traveller to any Space Estate on the Board i.e. Stars, Galaxies, Planets, Companies, Lucky Star, Moon, Space Transporter, Force Field, Black Hole and he may purchase it if unowned, or receive credits from Lucky Star or penalties etc. The Sun is of great advantage in
55 obtaining a Space Estate Cluster, "The Power", or in replenishing a player's credit supply.

Re-entry to Earth

- This occurs in the following circumstances:
1. If a player is sent directly to Earth with a
60 contingency card or Sun option.

2. If a player lands on the Moon Estate he automatically re-enters Earth on his next turn, re-entering on the Company Space where the game is commenced and after one circuit of Earth in a clockwise direction he takes off to the Moon and continues Space travel in a clockwise direction around the Universe i.e. the Board. The clockwise direction of Earth and exit rule applies to 1.

3. If a player lands on the Moon on his exit
70 from Earth he may return back to Earth re-entering on the Company Space where the game is commenced but must decide before his space spin or throw.

4. Any player who lands on the Moon Estate
75 must return to Earth apart from exit Rule 3 where he has an option prior to his turn.

Moon Estate

- All players who land on Moon Estate must go back to Earth apart from their initial move from
80 Earth to the celestial property zones 2 (see Exit Rule Re-entry to Earth above). Players who land on the Moon as well as re-entering Earth may also collect any credits paid from fines and penalties that are at the time under the Space Dice on the centre of Earth. They may also collect any credits if they land on the Moon on their exit from Earth.

Companies

- A player may purchase as many Companies as he wishes or his financial standing will allow.
90 Every time a player purchases a Company he also automatically purchases a Rocket Launch Pad which is erected thereon. Companies may be bought and sold at will to other players i.e. Space Travellers at any stage of the game. However a
95 player must retain at least one Earth Company complete with Rocket Launch Pad until completion of the game or until destroyed or until bankrupt but he does not have to retain the original Company purchases. Trading Companies
100 with other players can be very beneficial if a player wishes to attain "The Power". Companies can be sold to other players complete with Rocket Launch Pads for whatever price they can obtain at any stage of the game. The Inter Galactic Credit
105 Control will also buy back Companies and Rocket Launch Pads but will only credit players with half their purchase price. A player who owns four or more Companies can obtain 4000 credits from Opponent Space Travellers in landing fees on any
110 one of his Company Estates. (If more than four companies are owned, landing fees do not increase beyond 4000 credits).

Black Hole Estate

1. If a player lands on the Black Hole estate 9
115 during the course of play his token i.e. Space Traveller remains there and the player misses his next turn.
2. If a player draws a card, "Proceed to The Black Hole", Rule 1 applies.
120 3. If a player lands on Sun Option and decides to land on the Black Hole, Rule 1 applies.

Miscellaneous

- Credits i.e. money cannot be loaned to or borrowed from other players or from the Inter Galactic Credit Control i.e. Bank. No free landings are allowed in lieu of debts payable by players or any other type of space estate transactions, that does not complete a transaction prior to the next players turn. There is no mortgaging or borrowing from any space estate i.e. Companies, Stars, Planets and Galaxies or any erections.

Destroyed Erections

- When a player's Planets, Stars and Galaxies are destroyed any erections thereon are returned to the Inter Galactic Credit Control i.e. Bank. A player does not receive any credits i.e. money for erections that have been destroyed.

Bankrupt or Destroyed

- A player is bankrupt when he owes more than he can pay either to another player, in fines, or to the Inter Galactic credit Control. He must turn over to the Bank or player all that he has of value and retire from the game. He may also be completely destroyed and elect to retire. The last player left in the game wins.
- On the basis of the foregoing therefore it can be seen that the present invention provides a novel game which has been carefully balanced to provide the requisite interest. It is believed therefore that if should find widespread acceptance.

CLAIMS

1. Apparatus for a board game, which comprises:
 - a board having marked thereon a closed route of property zones characterized by reference to celestial bodies and interspersed with at least two kinds of contingency zones;
 - means representing a trading currency;
 - means providing a random selection of contingent occurrences for each kind of contingency zone on said board;
 - markers to denote movement along said route on said board;
 - means to determine randomly the progression of a marker about the route on said board; and
 - improvement indicia characterized by reference to space travel and facilities associated therewith, the object of the game being to acquire and improve property zones in accordance with predetermined rules.
 2. Apparatus as claimed in Claim 1, wherein there is a plurality of different types of property zone making up said closed route, the different types of property zone representing stellar, planetary and galactic bodies.
 3. Apparatus as claimed in Claim 2, wherein individual ones of said different types of property zone are allotted into groups representing space estates.
 4. Apparatus as claimed in Claim 3, wherein there are at least six groups of property zones.
 5. Apparatus as claimed in any preceding claim, wherein said board has marked thereon a second closed route of property zones characterized by reference to terrestrial property.
 6. Apparatus as claimed in Claim 5, wherein said terrestrial property zones are representative of companies.
 7. Apparatus as claimed in Claim 5 or 6, which further comprises means representing a rocket launch pad whereby a player of the game may transfer from the terrestrial property zones on said board to the celestial property zones thereon.
 8. Apparatus as claimed in any preceding claim, wherein there are three types of improvement indicia.
 9. Apparatus as claimed in Claim 8, wherein the first type of improvement indicia are designated "astro labs"; the second kind of improvement indicia are designated "rocket bases"; and the third type of improvement indicia are designated "star destroyer".
 10. Apparatus as claimed in any preceding claim, wherein one of said contingency zones is designated "force field".
 11. Apparatus as claimed in any preceding claim, wherein one of said contingency zones is designated "black hole".
 12. Apparatus as claimed in any preceding claim, wherein one of said contingency zones is designated "space transporter".
 13. Apparatus as claimed in any preceding claim, wherein one of said contingency zones is designated "lucky star".
 14. Apparatus as claimed in any preceding claim, wherein a plurality of the celestial property zones are designated by reference to respective signs of the zodiac and respective planets within the solar system.
 15. Apparatus as claimed in any preceding claim, which further comprises a property card for each respective property zone marked on said board, each of the property cards including instructions which regulate trading in the property zone to which it relates.
 16. Apparatus as claimed in any preceding claim, wherein sets of cards constitute the means providing a random selection of contingent occurrences for each kind of contingency zone on said board.
 17. Apparatus as claimed in any preceding claim, wherein the means to determine randomly the progression of a marker about the route on said board is constituted by a die or dice so marked as to generate a score of from 1 to 12.
 18. Apparatus as claimed in any one of Claims 1 to 16, wherein the means to determine randomly the progression of a marker about the route on said board is a dish divided into a plurality of equal sectors and carrying a rotatable spinner of the roulette type.
 19. Apparatus as claimed in Claim 18, wherein said dish is divided into twelve sectors.
 20. Apparatus for a board game, substantially as hereinbefore described with reference to the accompanying drawing.

21. Apparatus for a board game, which comprises:

- 5 a board having marked thereon a first closed route of property zones characterized by reference to terrestrial property and a second closed route of property zones characterized by reference to celestial bodies and interspersed with at least two kinds of contingency zones;
- 10 means representing a trading currency;
- means providing a random selection of contingent occurrences for each kind of contingency zone on said board;
- markers to denote movement along said routes on said board;
- 15 means representing a rocket launch pad and serving to signify that a player may transfer his

marker from said first closed route of terrestrial property zones to said second closed route of celestial property zones;

- 20 means to determine randomly the progression of a marker about the routes on said board; and improvement indicia characterized by reference to space travel and facilities associated therewith, the object of the game being to acquire and improve property zones in accordance with predetermined rules.
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22. Apparatus as claimed in Claim 21, in which one of the celestial property zones has associated therewith indicia directing any marker landing on said one zone to be transferred to the first closed route of terrestrial property zones.

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